AGB-A8HE-USA ACTIVISION. INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



Violence

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Colorellers

BIGGAME HUNTER

Welcome to Cabela's® Big Game Hunter, a live hunting simulation for the Game Boy® Advance. Prepare to explore four different hunting regions in search of the ultimate big game trophy. Hunt moose, elk, bighorn sheep, whitetail deer, and black bear scattered throughout the areas.

Good luck hunting!

Contents

Starting the Game4
Basic Controls
Game Menus
Selecting Your Hunt
Hunt Description6
Firearm Selection
In-Game Display
Stalk Mode
Hunt Mode
Using Scents & Lures
Using Stealth
Claiming Animals
Hunting Out of Season
Trophy Room
Tips & Tricks
Credits
Customer Support
Software License Agreement

Starting the Game

- Make sure the POWER switch is OFF.
- Insert the CABELA'S® BIG GAME HUNTER Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The CABELA'S® BIG GAME HUNTER Game Pak is for the Game Boy® Advance only.



Basic Controls



Stalk Mode Controls

Control Pad

L Button

R Button

A Button

B Button

Move hunter

Toggle run/walk/crawl

Toggle run/walk/crawl

Scents and lures

Go to Hunt Mode



Hunt Mode Controls

Control Pad

Aim

L Button

Turn left

R Button

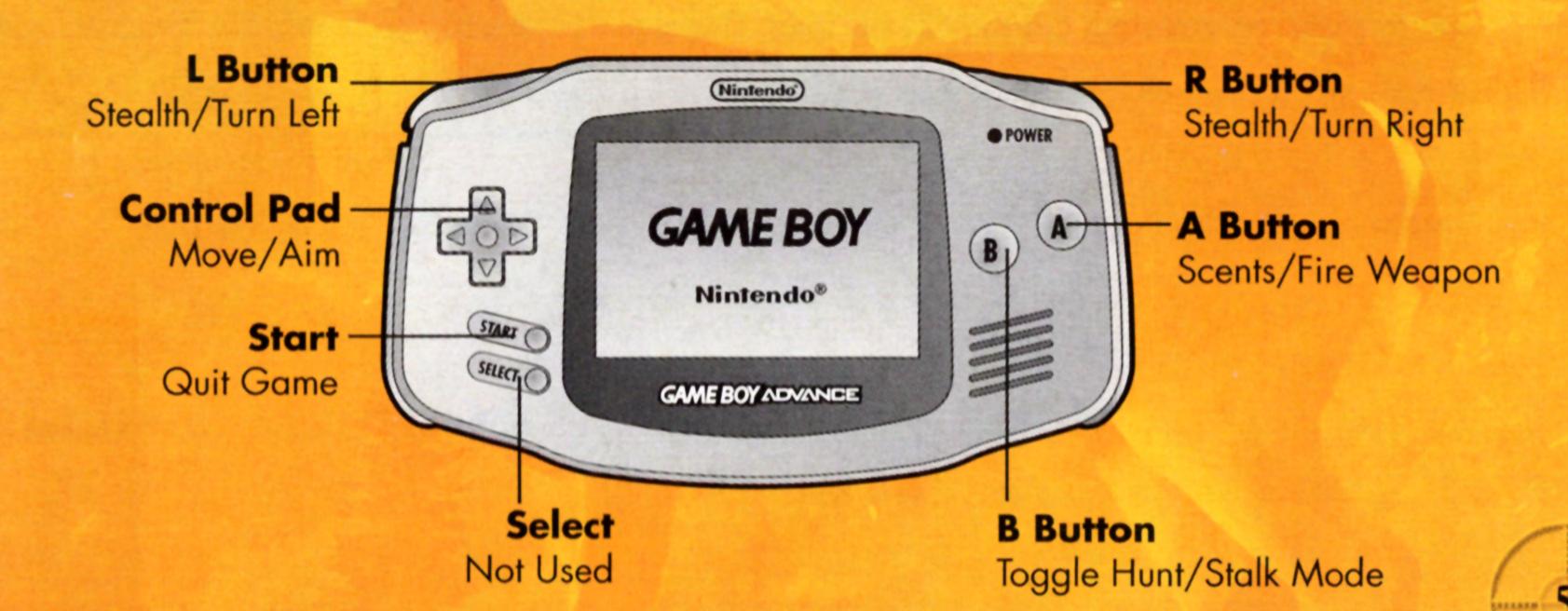
Turn right

A Button

Fire weapon

B Button

Go to Stalk Mode



Game Menus

Selecting Your Hunt

When you start a game, you first need to select what type of hunt you would like to go on. The Hunt Selection Screen will display an image of the animal(s) that you will be permitted to hunt, as well as the name of the location. In addition, one, two, or three stars will represent the difficulty of the hunt. One star is easy, two stars is medium, and three stars is difficult.



Press left or right on the Control Pad to select your hunt. Press the A Button to continue.

Hunt Description

The hunt description screen will provide additional information about the hunt that you have chosen. Press the **B Button** to go back. Press the **A Button** to continue.

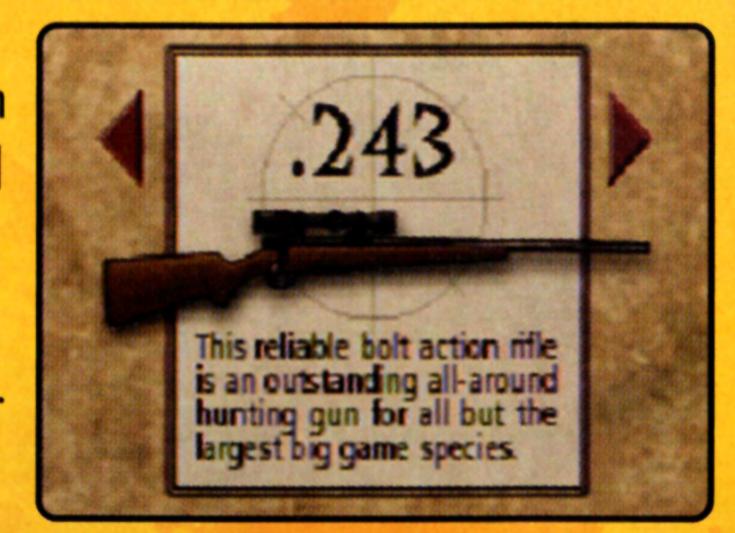


Firearm Selection

There are six different firearms for you to choose from. Each firearm will have a different effect based on their caliber and ballistics.

Press left or right on the Control Pad to select your firearm.

Press the B Button to go back or the A button to continue.



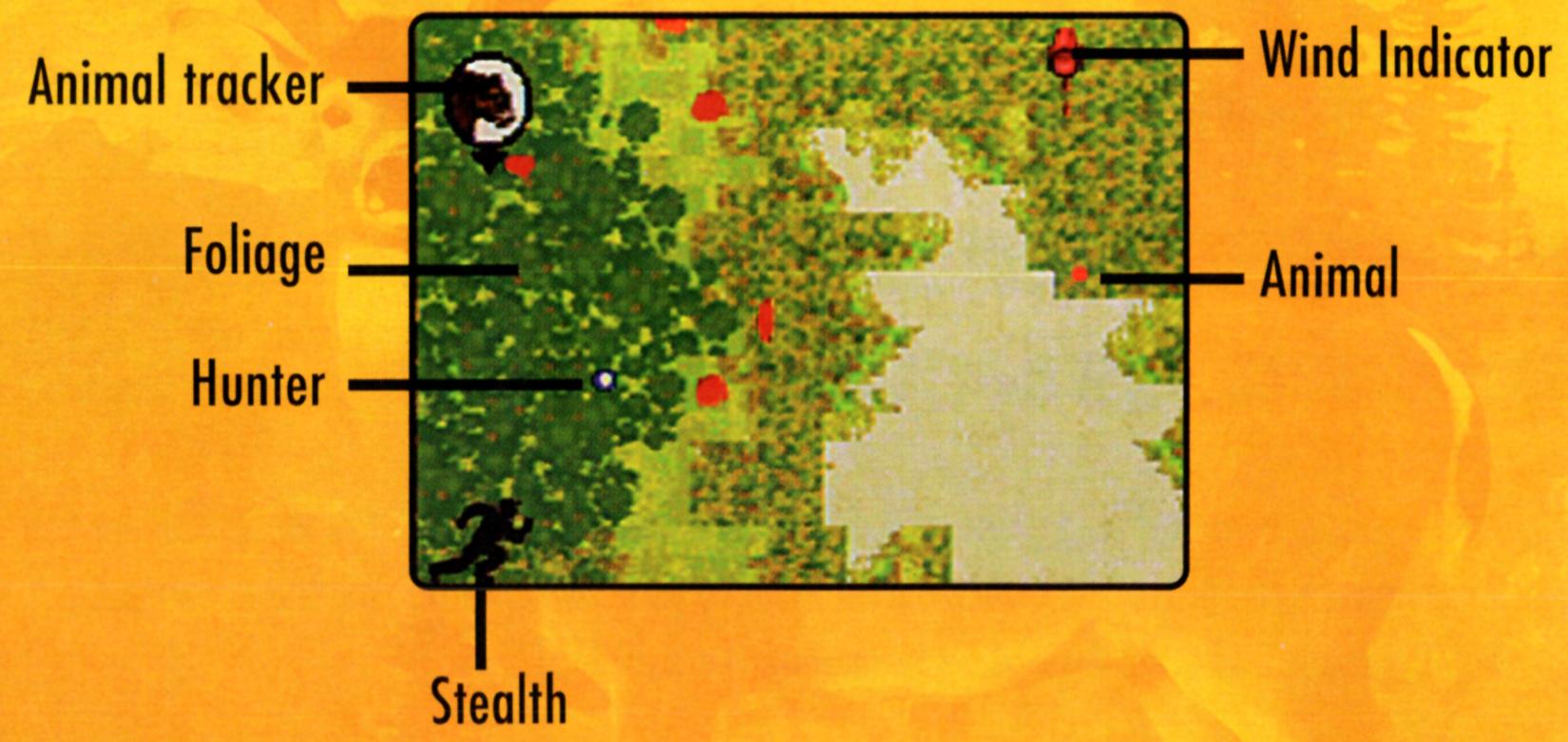
In-Game Display

Stalk Mode

There are two modes of view during game play, Stalk Mode and Hunt Mode. Stalk Mode is where you search for animals to hunt. Use the **Control Pad** to move your hunter. Once you find an animal, get within shooting range and press the **B Button** to enter the Hunt Mode.



Stalk Mode





Hunter: The hunter is represented by a blue dot.

Stealth: The three modes of stealth are walk, run, and crawl. It will be difficult to get within shooting range of an animal if you approach while running.

Animals: All animals are represented by red dots.

Animal Tracker: The animal tracker will help you track and find animals. The icon will display what animal has recently been at your location, and what direction they were heading. Wounded animals will show up with a red background.

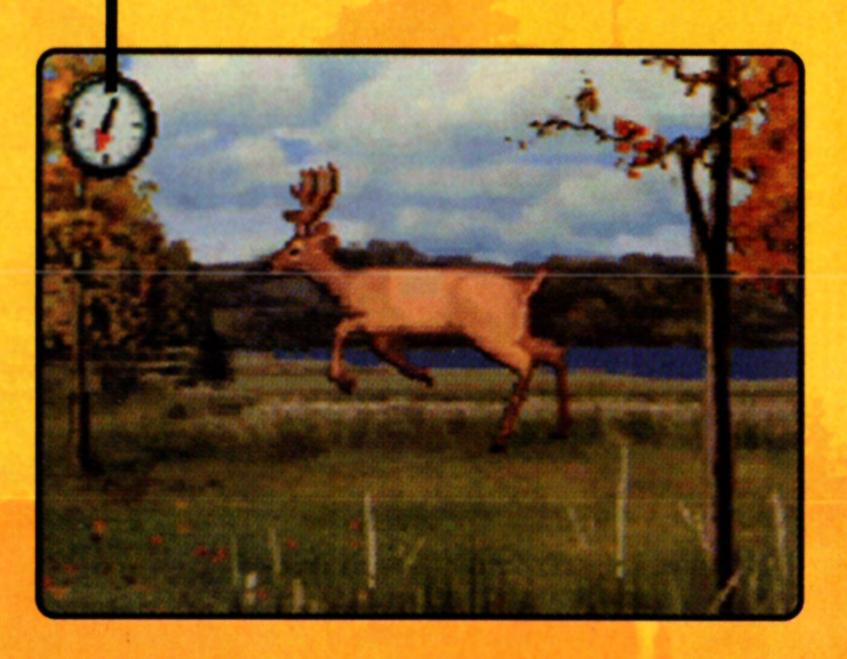
Wind Indicator: Animals can smell hunters, so it is always best to keep animals upwind from you. Watch the wind indicator to help determine which direction to approach an animal from.

Foliage: The thick brush provides excellent cover for the animals, and can make finding animals difficult. Use scents and calls to lure the animals into open areas where it will be easier to spot them.

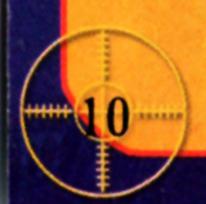
Hunt Mode

In the Hunt Mode, use the Control Pad to aim the gun reticle. The compass will help you get your bearings. If an animal is south of you in Stalk Mode, it will also be to the south of you in Hunt Mode. Use the L Button and R Button to rotate left and right respectively. When you find an animal, use the A Button to shoot the gun. If you make a successful hit, you will then need to go back to the Stalk Mode to claim your animal. Press the B Button to go back to Stalk Mode.

Compass



Tip: Only shots to the head or heart will be fatal. If you are shooting farther distances, you will want to aim the cursor a little higher. Each weapon handles differently, and it will take practice to make a perfect shot every time.



Using Scents & Lures

While in Stalk Mode, you can use special scents and lures to help you lure animals, or to mask your scent. While in the Stalk Mode, press the **A Button** to bring up the scent and lure options. Once you have selected your item, you can use it by pressing the **A Button**. You will re-enter Stalk Mode, and the scent or lure will be used automatically.



Using Stealth

There are three modes of stealth: run, walk, and crawl. While in Stalk Mode, use the **L Button** or the **R Button** to toggle your hunter's stealth. It will also change how fast your hunter moves. The closer you can get to an animal, the better the chance you will be able to shoot it in the Hunt Mode screen. Crawling will be the best way to sneak in close to an animal for the perfect shot.

Claiming Animals

Once you have successfully killed an animal, you must then claim it for your trophy room. To claim an animal, you must locate it in the Stalk Mode view. When you walk over to the animal, the claim screen will appear. You must claim the appropriate animal in order to complete a hunt mission. When the hunt is completed, you will then be able to enter the trophy room.

Hunting Out of Season

You are not allowed to hunt for animals that are out of season. If you kill an animal that is out of season, a warning will appear and your game will be over.



Trophy Room

Once you successfully complete a hunt, you can enter the trophy room to see your big game trophies. If you claimed more than one animal, you can press left or right on the **Control Pad** to scroll through the animals. When you are finished, press the **A Button** to go to the hunt selection screen.

Tips & Tricks

At times, animals can be evasive and hard to find. They often hide in the thick foliage, and will run if they detect you. Use these tips to help you outsmart the animals:

- Use scents and lures to lure the animals from the foliage where they are easier to spot. Mask your scent often to avoid animal detection.
- Watch the wind indicator, and always keep animals upwind from you.

- When you spot an animal, change your stealth to crawl. This will allow you to approach without spooking the animal.
- Remember, if an animal is to the south of you while you are in Stalk Mode, it will also be to the south of you while you are in Hunt Mode. North is always up while in Stalk Mode.
- The more you move, the less likely you will find an animal. If you think you are near an animal, stop and use your lures.
- Only shots to the head or heart are fatal. All other shots will only wound the animal.
- Remember, to get an accurate shot you will need to account for the path of the bullet. Aim the
 cursor slightly higher than your intended target if you are shooting from a distance.
- If an animal is wounded while in Stalk Mode, approach it quickly from the south and enter Hunt Mode. The animal should then be right in front of you.



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Activision Value Credits

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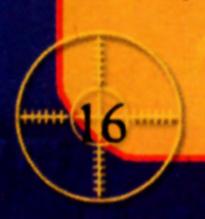
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Technical Director/Additional Programming Dwayne Towell

Producer Keld Bangsberg

Executive Producer Sally Marlino

In Memory of Ian Noble



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